Start Area	Rounds Left		Medium	Medium	JIL TIF Medium	Medium	Heavy	Heavy	Heavy
Exit Area	Rounds Left		TIC Medium	Medium	HED Medium	Medium	Heavy	Heavy	Heavy
Direct Fire C	Fire Main Gun	G Rodale G Rotares	Repair Main Gun		Light	## Light	## Light	## Light	## Light
Repair Main Gun L	Fire Mortar	Change Gun Load L	Fire Sub MG		## Light	## Light	Light	## Light	<b>#</b> Light
Forward D	Reverse	Pivot Tank	Fire Bow MG	Smoke x2	Sub MG Advance Fire	Smoke x2	Smoke x2	CMC citon	Restriction.
Throw Smoke Grenade	Fire AAMG C/L	Replace Periscope	Pass Ammo A	Smoke	Acquired by Enemy	Acquired by Enemy	Smoke x3	Adul Citor	Barrettor.
Ammo Reload	Gun Load	Loader Spot	Open Hatch	Open Hatch	O Sported	<b>O</b> ggest	<b>O</b> gged	O sported	<b>O</b> godes
Rounds Left	Rounds Left	© Commander Spot	Open Hatch	Open Hatch	Hidden ?	Hidden ?	Hidden	Hidden ?	HVSS
AP HIT	AP HIT	AP HIT	Air Strike	Advance Fire	Advance Fire	Advance Fire	Coaxial MG Advance Fire	Acquired Target	Bogged
Artillery Support	Artillery Support	Artillery Support	Air Strike	Advance Fire	Advance Fire	Advance Fire	AA MG Advance Fire	Bow MG Advance Fire	Ilhrown Track
Moving	—→ Moving	Moving	——→ Moving	→ Moving	Hull Down	Hull	Hulf Down	Hull Down	Woods
Buildings	Buildings	Buildings	Buildings	Buildings	Woods	Woods	Woods	Woods	Woods
Task Force	Turret 76L	Turret 75		Parterialet	Smoke	Smoke	Smoke	Smoke	Smoke

